COMMODORE

64

SOFTWARE

– ROM CARTRIDGE

SIMONS' BASIC

114 ADDITIONAL PROGRAMMING COMMANDS

commodore COMPUTER

COMMODORE 64 SOFTWARE

SIMONS' BASIC

The Commodore 64 is the most powerful and versatile personal computer you can buy. It's high-resolution graphics and music-synthesising capabilities far exceed those of any other machine in a comparable price bracket. However, these features require the frequent use of POKE commands which, in a large program, tend to be time consuming and, to the more inexperienced programmer, somewhat baffling.

The SIMONS' BASIC cartridge removes the mystery! The cartridge adds an extra 114 commands to complement the standard Commodore BASIC so that you can realize the full potential of your Commodore 64 without using a single POKE command. Now user-defined graphics and music-synthesis are just a few keystrokes away via simple statements in SIMONS' BASIC.

The SIMONS' BASIC commands fall into four groups:

- High-resolution to draw shapes on the screen;
- Structured Programming to write sophisticated, more legible BASIC code;
- Music commands to enable you to play your own, or existing, compositions;
- Toolkit to aid you in writing and debugging your programs.

The Toolkit part of the SIMONS' BASIC cartridge removes many of the tedious aspects of BASIC programming by supplying commands such as AUTO for automatic program line numbering and KEY which allows you to assign commands to the function keys thereby creating your own shorthand notation.

The High-Resolution section of SIMONS' BASIC contains commands such as LINE and ARC to allow you to draw shapes, plot points and paint on the screen in any of sixteen colours. Also included are commands to enable you to generate/animate Sprite graphics.

The music commands supplied by SIMONS' BASIC enable you to use the full music-synthesising capabilities of the Commodore 64.

The Structured Programming part of the cartridge is a boon to BASIC programmers of all ability levels. It is now possible to label BASIC routines and call these routines by name. This, to a great extent, obviates the need for GOTOs and GOSUBs in BASIC programs. Condition-testing has also been improved with the introduction of an IF ... THEN ... ELSE command. Two types of FOR ... NEXT loops have also been developed. REPEAT ... UNTIL repeats a section of code until a pre-defined condition is met. The LOOP ... EXIT IF ... END LOOP command allows multiple condition-testing within the same program loop.

Also included in SIMONS' BASIC are commands for screen formatting, input validation and character string manipulation.

The range of commands provided by SIMONS' BASIC make it an essential tool for anyone who wants to get the most from their Commodore 64.

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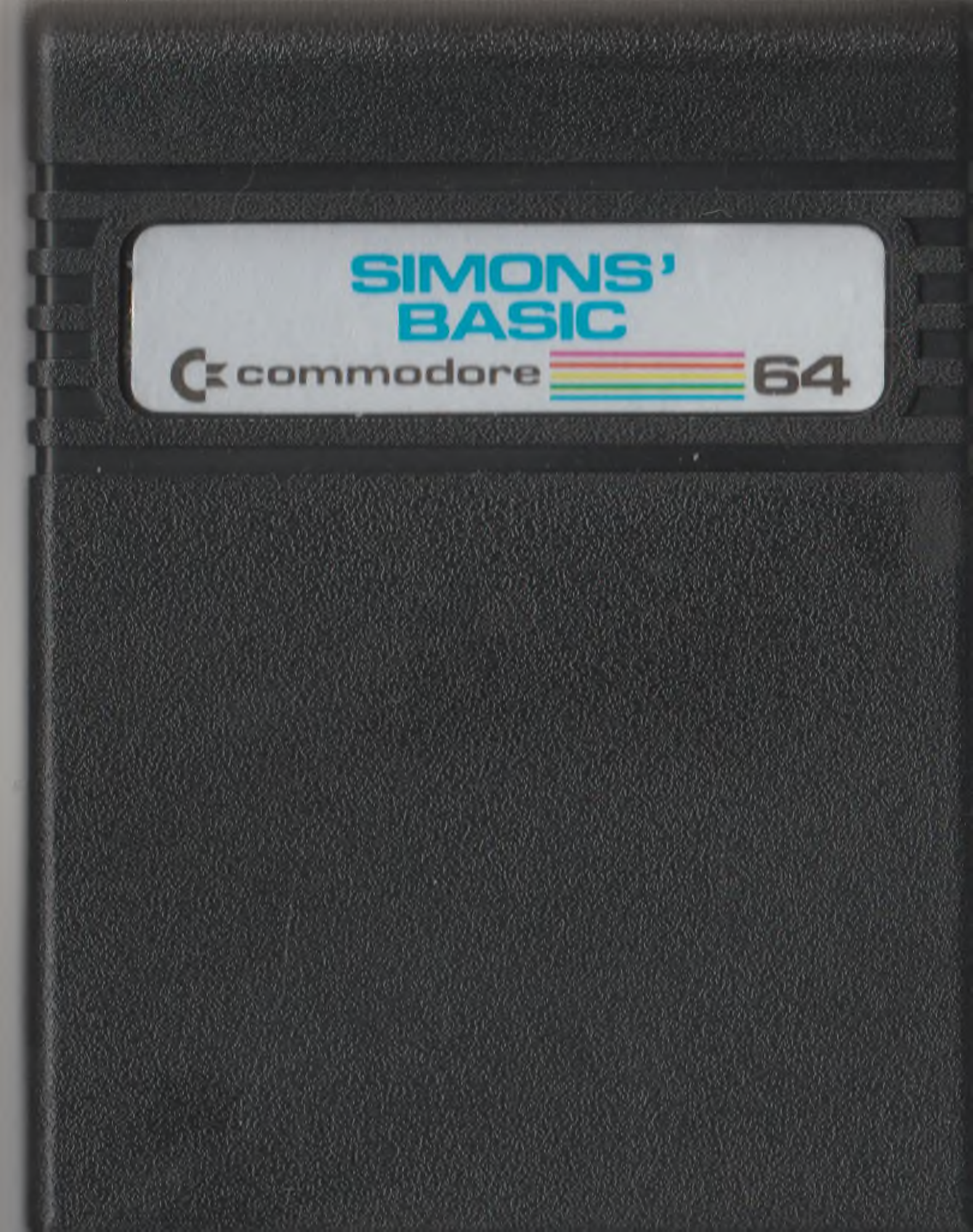
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